

THE SENTINEL

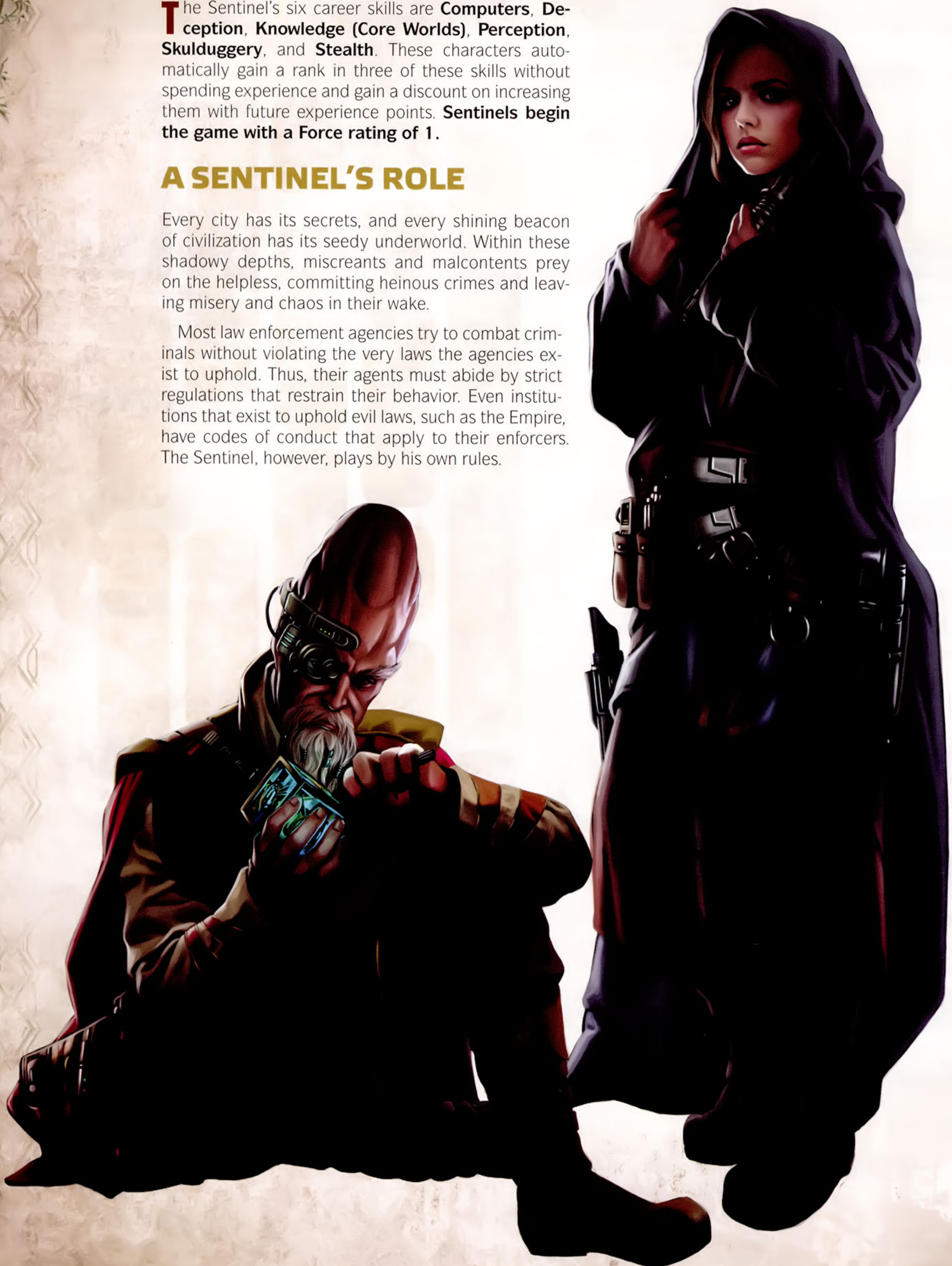
↓≡↘ ↘↘↘↘↘↘↘↘↘

The Sentinel's six career skills are **Computers**, **Deception**, **Knowledge (Core Worlds)**, **Perception**, **Skulduggery**, and **Stealth**. These characters automatically gain a rank in three of these skills without spending experience and gain a discount on increasing them with future experience points. **Sentinels begin the game with a Force rating of 1.**

A SENTINEL'S ROLE

Every city has its secrets, and every shining beacon of civilization has its seedy underworld. Within these shadowy depths, miscreants and malcontents prey on the helpless, committing heinous crimes and leaving misery and chaos in their wake.

Most law enforcement agencies try to combat criminals without violating the very laws the agencies exist to uphold. Thus, their agents must abide by strict regulations that restrain their behavior. Even institutions that exist to uphold evil laws, such as the Empire, have codes of conduct that apply to their enforcers. The Sentinel, however, plays by his own rules.



During the time of the Old Republic, the Jedi Sentinels were Force adepts who blended combat expertise and training in the Force with a more pragmatic approach to their duties. Sentinels embraced practical technologies and utilized techniques borrowed from police forces, skip tracers, spies, and even lawbreakers. Sentinels relied on quick thinking and cunning to accomplish their tasks, and they quickly found their calling in the depths of urban environments. On the streets, Sentinels could fight criminals by using their own tactics against them.

Such an approach was not without risk. Even as Sentinels skirted the law to enforce justice, they skirted the dark side of their own morality as well. A Sentinel had to maintain constant vigilance over his own actions, analyzing each choice he made to ensure it was the right one. The best Sentinels avoided falling to the dark side by cultivating a fierce intellect and a brilliant cunning—to see all sides of a no-win situation and find the unexpected solution.

Although the Empire has long since wiped out the Jedi Order, and with it the Jedi Sentinels, some remain who follow these guiding principles. Many quick-witted Force-sensitives living in urban areas find themselves unconsciously adopting a Sentinel's tactics as they unlock their own hidden potential.

Characters with a strong moral imperative may see these crusading skills as a means of investigating powerful individuals. If they find powerful villains who are above the law, then employing less ethical approaches might be the only means to bring these rogues to justice. Under these circumstances, a Sentinel could readily justify deception and even minor crimes if they were undertaken to assure that a tyrant's excesses could be curbed.

SENTINEL SPECIALIZATIONS

In each of their different specializations, Sentinels are pragmatic in their approach. They work with the available assets to resolve whatever challenge they face, whether physical, mental, or social.

ARTISAN

Some Force users have an innate skill with tools and machines. These skilled artificers can use their skill with the Force to enhance their abilities, and even intuitively understand a machine's form and function. After all, while tools and machines may not be alive, the Force envelopes everything in the galaxy. Artisans feel the Force that surrounds their tools and the items they work on, using this connection to build creations of wondrous beauty and precision. An Artisan does not create scores of the same item for sale or distribution. Instead, each of his creations is individual and iconic, a true work of art.

Artisans acquire **Astrogation**, **Computers**, **Knowledge (Education)**, and **Mechanics** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. In order to fully integrate their Force abilities with the devices they manipulate, Artisans must first have a solid understanding of how those tools work. This requires a fundamental educational grounding in the principles of technology.

Within urban environments, individuals who never learn to recognize their Force talents are prone to follow the Artisan's path. This is because they are surrounded by technology, and if these individuals take an interest in how things work and how to repair them, their Force abilities may naturally develop in concert. When faced with a broken machine, they can often identify the problem in an intuitive way—some even claim that the machines “speak” to them. Some Artisans live up to the stereotype of the messy inventor, while others remain meticulously neat or even take pains to disguise their craftsmanship from casual observers.

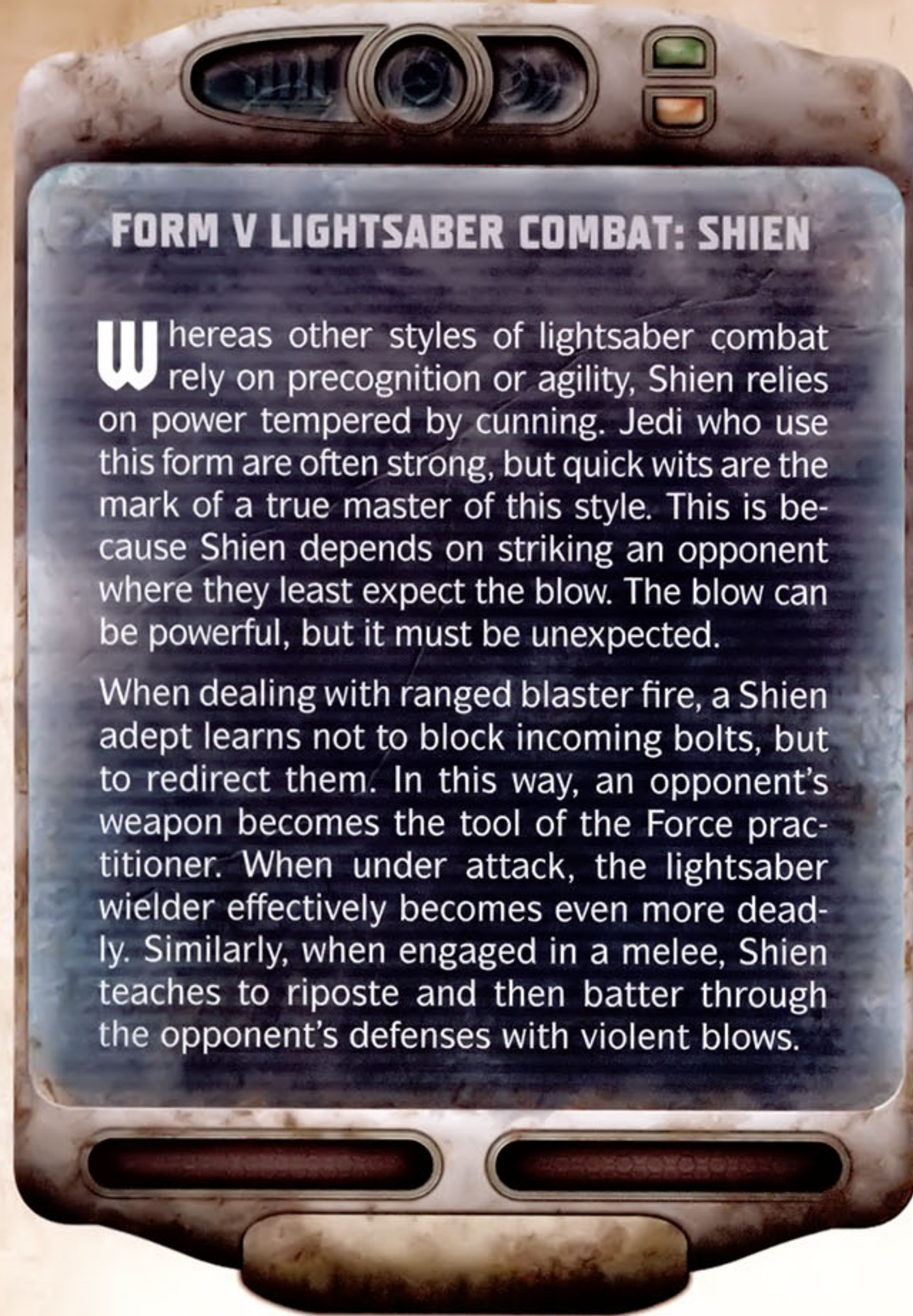
SHADOW

In the ancient days of the Jedi Order, Sentinels worked tirelessly to police the galaxy's criminal underbelly. However, a small subset of these enforcers focused their attentions on a far greater and more dangerous threat. They trained tirelessly to find and eliminate those who had fallen to the dark side of the Force and willingly embraced corruption. These Sentinels were called Shadows, and they hunted the Sith.

For many years, the Sith were thought destroyed, and the Jedi Shadows gave up their calling or pursued other dark side Force users. They never realized that the Sith had not been eliminated, and were hiding right under their noses.

Now, with the Jedi Order destroyed and a Dark Lord of the Sith ruling the Galactic Empire, those who would follow the path of the Shadow find their roles reversed. No longer the secret investigators of an established order who searched the shadows of civilization, they are now the ones who must stay hidden. However, within these dark corners, Shadows still work tirelessly to bring justice to untouchable criminals and dark side Force users alike.

Shadows acquire **Knowledge (Underworld)**, **Skulduggery**, **Stealth**, and **Streetwise** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. These characters recognize that stealth and deception are integral to finding the targets they hunt. Criminal organizations are often mired in secrecy, and uncovering these secrets requires underhanded methods. While their techniques are frequently of questionable moral character, Shadows firmly believe



FORM V LIGHTSABER COMBAT: SHIEN

Whereas other styles of lightsaber combat rely on precognition or agility, Shien relies on power tempered by cunning. Jedi who use this form are often strong, but quick wits are the mark of a true master of this style. This is because Shien depends on striking an opponent where they least expect the blow. The blow can be powerful, but it must be unexpected.

When dealing with ranged blaster fire, a Shien adept learns not to block incoming bolts, but to redirect them. In this way, an opponent's weapon becomes the tool of the Force practitioner. When under attack, the lightsaber wielder effectively becomes even more deadly. Similarly, when engaged in a melee, Shien teaches to riposte and then batter through the opponent's defenses with violent blows.

their ultimate accomplishments more than justify the tools that they must use.

Of course, an initiate who has turned to the dark side can prove a powerful opponent for a Shadow. Working against such an adversary can require all of an adept's mundane and Force talents. A Shadow's willingness to examine and utilize every tool and asset can play a major factor in overcoming such capable foes.

SHIEN EXPERT

A lightsaber is a potent weapon. When wielded forcefully, it can even overpower an opponent who has a weapon capable of parrying it. Further, its ability to deflect blaster bolts can make it an effective ranged weapon as well. Those who consider themselves Shien Experts—masters of the Shien lightsaber form—embrace the seeming contradiction between those two uses. They know that true lightsaber masters must possess the cunning to use such weapons to their full potential. It takes clever precision to reflect a ranged attack back toward an adversary, but just as much shrewd brilliance to recognize the right time to overpower adversaries through raw force.

Shien Experts acquire **Athletics**, **Lightsaber**, **Resilience**, and **Skulduggery** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. In order to effectively follow this path, a character needs to be flexible and to recognize the best approaches for different types of physical conflicts. Resilience and Athletics are critical

tools for engaging in and enduring a prolonged battle, while Skulduggery enables the character to case out and prepare possible combat locations ahead of time to exploit the environment against an opponent.

Whenever possible, a Shien Expert prepares a battleground well in advance of a conflict. Often, these individuals take the time to study a range of different locations soon after they arrive in a city. Once combat begins, they can carefully exploit the environment and trigger any traps they may have prepared to unleash upon their opponents.

During combat, Shien Experts continue to constantly analyze the situation. While they take advantage of the terrain throughout a battle, they are also selective in choosing the best way to use their training as well as their lightsaber. This can change with each passing instant, in reaction to the armament, position, and stance of their enemies. For these individuals, an extended conflict is a sure route to victory as they react to every move their opponents make with a clever counter or powerful strike.

SENTINEL STORIES

Among Force-sensitive characters, Sentinels are often the ones who are most willing to examine and make use of assets that are not directly associated with the Force.

- **Delinquent:** Every crowded urban environment has individuals who fall outside of the social safety net. Characters from this environment are likely to have had little opportunity and vast personal responsibility—even as they watched others enjoy lives of luxury. They might appreciate every item they accrue even while resenting those whose lives were “easier.”
- **Prodigy:** Characters with Force potential often find unusual ways to express that talent, even without realizing the basis for their abilities. Some individuals express their knack in the ability to work with particular technological devices. They might be particularly adept at repairing broken machines or at devising new ones. Some are even regarded as one of the galaxy's experts within a field of study.
- **Victim:** Within the economically depressed sections of the galaxy's cities, there are countless petty criminal tyrants. Many of these individuals are seemingly immune to law enforcement as they inflict countless small cruelties upon the already-suffering individuals who live near them. Characters raised under these circumstances have likely lived in a state of constant need. Throughout childhood and adolescence, they observed these cruelties and dreamt of a day when they could stop them. Along the way, they learned some of the techniques that a criminal could use. Now, they have gained the Force as an ally and can use it to make a difference.

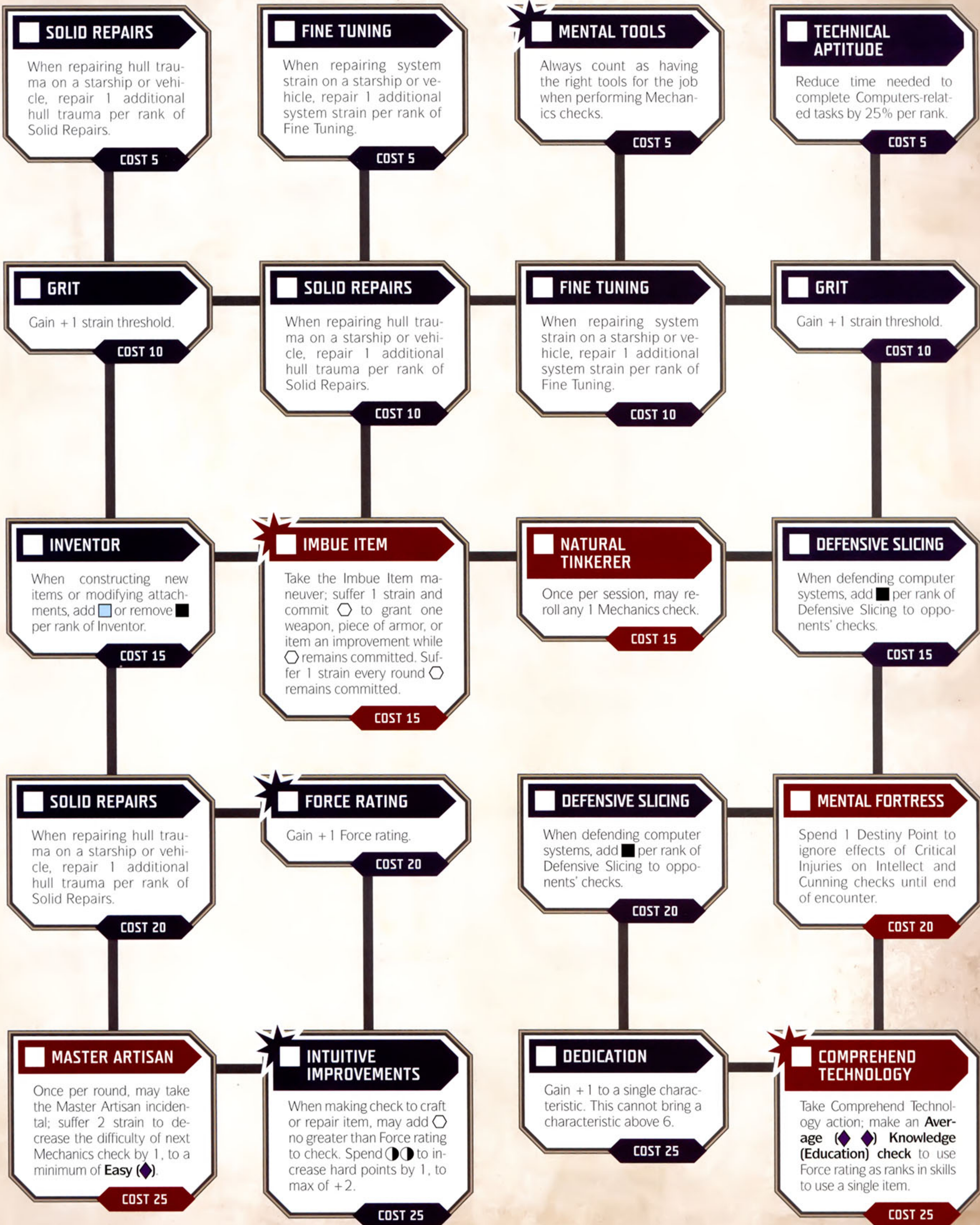
SENTINEL: Artisan

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth
Additional Career Skills: Astrogation, Computers, Knowledge (Education), Mechanics

ACTIVE

PASSIVE

FORCE TALENT



SENTINEL: Shadow


Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth
Additional Career Skills: Knowledge (Underworld), Skulduggery, Stealth, Streetwise

ACTIVE

PASSIVE


FORCE TALENT

SLEIGHT OF MIND

Add  to all Stealth checks unless the opposition is immune to Force powers.


COST 5

STREET SMARTS

Remove  per rank of Street Smarts from Streetwise and Knowledge (Underworld) checks.

COST 5

CODEBREAKER

Remove  per rank of Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 5

INDISTINGUISHABLE

Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

COST 5

WELL ROUNDED

Choose any 2 skills. They permanently become career skills.

COST 10

MENTAL FORTRESS

Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect and Cunning checks until end of encounter.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

INDISTINGUISHABLE

Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

COST 10

SHROUD

The character may spend 1 Destiny Point to make himself undetectable via Force powers and make his own powers go unnoticed for the remainder of the encounter.


COST 15

DODGE

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 15

SLEIGHT OF MIND

Add  to all Stealth checks unless the opposition is immune to Force powers.

COST 15

GRIT

Gain +1 strain threshold.


COST 15

SLIPPERY MINDED

If under the effects of a Force power, perform the Slippery Minded action; make a **Hard (◆◆◆) Deception check** to immediately end effects of power.

COST 20

CODEBREAKER

Remove  per rank of Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 20

NOW YOU SEE ME

Once per session, take Now You See Me action. Make a **Hard (◆◆◆) Deception check** to make a number of NPCs equal to Cunning within medium range forget about character.

COST 20

DODGE

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 20

FORCE RATING

Gain +1 Force rating.

COST 25

ANATOMY LESSONS

After making a successful attack, may spend 1 Destiny Point to add damage equal to Intellect to one hit.

COST 25

MASTER OF SHADOWS

Once per round, suffer 2 strain to decrease difficulty of next Stealth or Skulduggery check by 1.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

SENTINEL: Shien Expert

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth
Additional Career Skills: Athletics, Lightsaber, Resilience, Skulduggery

ACTIVE

PASSIVE

FORCE TALENT

SIDE STEP

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for this round. Strain suffered this way cannot exceed ranks in Side Step.

COST 5

CONDITIONED

Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 5

STREET SMARTS

Remove ■ per rank of Street Smarts from Streetwise and Knowledge (Underworld) checks.

COST 5

REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 10

PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 10

SHIEN TECHNIQUE

When making a check using the Lightsaber skill, the character may use Cunning instead of Brawn.

COST 10

REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 10

PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

COUNTERSTRIKE

When an attack misses the character and generates ☐ or ☐☐, may upgrade next Lightsaber (Cunning) check against attacker during encounter once.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

IMPROVED REFLECT

When reflecting a hit that generated ☐ or ☐☐☐, may hit one target in medium range with the same damage as the initial hit, after original attack resolves.

COST 15

DJEM SO DEFLECTION

After using Reflect, may spend 1 Destiny Point to perform Move maneuver as out-of-turn incidental to close distance with or engage opponent.

COST 20

DEFENSIVE STANCE

Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Defensive Stance.

COST 20

SABER THROW

Perform Saber Throw action; make Lightsaber combat check as ranged attack at target within medium range, adding ☐ no greater than Force rating. Must spend ☐ and succeed to hit target; spend ☐ to have weapon return to hand.

COST 20

REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 20

FALLING AVALANCHE

Suffer 2 strain to add damage equal to Brawn to next Lightsaber combat check made that turn.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

DISRUPTIVE STRIKE

Perform Disruptive Strike action; make a Lightsaber (Cunning) combat check, adding ☐ no greater than Force rating. Spend ☐ to add ▼ to the next combat check the target makes.

COST 25

SUPREME REFLECT

If the user did not make a combat check during previous turn, may suffer 1 strain to use Reflect.

COST 25